



*The Halls of Durrag-Dol*



A Group Quest



*This Quest can be played as a single adventure or as part of a campaign.*

## *The Halls of Durrag-Dol*

"In the First War, Dimrond-a-Durrag, Earl King of Clan Durrag, was a mighty warrior in the armies which cast down Zargon, Lord of Chaos and the Legions of the Black Banner. Dimrond and his clan perished in this great battle and were laid to rest in Durrag-Dol, Clan Durrag's home and hearth deep beneath the roots of the World's Edge Mountains.

Durrag-Dol now lies in ruins, occupied by the vile Skaven, ratman servants of the Lord of Chaos. You must go there and retrieve Dimrond's magical hammer Sognirstane and the other treasures of Durrag-Dol. If

placed upon the Altar of the Living Ancestor in Durrag-Dol, the Clan Durrag treasures may be dedicated anew to the war against Dimrond's ancient enemy Zargon.

Sognirstane lies among the Earl King's burial treasures. However, do not disturb Dimrond's remains! And if you take any treasure from Durrag-Dol without dedicating it on the Altar of the Living Ancestor, your Mentor warns, you risk the Curse of the Dwarven Ancestors."

### NOTES:

*Any Hero who takes treasure from Durrag-Dol and has not placed it on the Altar of the Living Ancestor and dedicated it to the war against Zargon will suffer the Curse of the Dwarven Ancestors. The cursed character defends with one less Defend Die than normal until treasure taken from Durrag-Dol is surrendered as an offering to the Avenging Ancestors of the Dwarves.*

#### **A TOMB OF DIMROND-A-DURRAG**

The likeness of Dimrond is carved in stone upon the tomb. Ask if Heroes wish to open the tomb to search. If they do, a Skeleton appears in a vacant square adjacent to the tomb and attacks the Heroes.

#### **B SECRET TREASURE VAULT**

The chest is trapped. Unless the trap is disarmed anyone opening the chest will lose 1 Body Point. The chest contains Sognirstane and 100 Gold Coins.

#### **Sognirstane the Magical Hammer**

Sognirstane allows you to roll 2 Combat Dice in attack. You may also throw Sognirstane. If you throw the hammer at a monster and it dies, the hammer ends up in the square where the monster died. It cannot be used again until you spend an attack turn on that square picking up the hammer.

If the monster attacked is not killed, Sognirstane returns to your hand automatically and may be used next turn. Elemental magic spells have no effect on a Hero who possesses Sognirstane (good or bad).






#### **C THE RAT KENNEL**

Place two rats on top of the cupboard. Any Hero that ends his move next to the cupboard is attacked by rats with 1 Attack Die, the Hero may defend normally. The rats are too numerous to kill—ignore all Hero attacks.





# Monster Chart

Name	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Skaven		12	1/(2)*	2	1	1
Rat Ogre		8	3	3	2	1
White Seer*		6	3	3	2	4
Troll		6	3	4	4	1
Magical Skull		6	2	2	1	0

Skaven use a sling as their primary means of attack. It is a ranged weapon that does 1 Combat Die of damage. When adjacent to a Hero, the Skaven will use a shortsword and attack with 2 Combat Dice.

The White Seer is an albino Skaven Wizard with wild and unpredictable sorcerous powers derived from eating refined warpstone. At the beginning of Zargon's turn, the White Seer may take one spell at random from the Elf or Wizard in clear line of sight. He may use that spell card immediately or save it for later use. This spell is lost from the Heroes' play for the remainder of the Quest, once it has been stolen.









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